

LITHE PRODUCT MANUFACTURING BY LITHE MANUFACTURING POSSIBILITIES WITH AGENT TECHNOLOGY

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Abstract—Grid Manufacturing (GM) is a new production paradigm, based upon the use of standardized and modular Reconfigurable Manufacturing Systems (RMS). In GM all systems have a virtual counterpart that acts autonomously, this includes both complete manufacturing systems and the products. The control system required for this approach is based upon a distributed and hybrid architecture, using agent technology. An important aspect in the paradigm is the product manufacturing description. This paper introduces the concept of an architecture where the control of the manufacturing is abstracted from the product manufacturing blueprint. A product is delineated step by step by specific services in the grid. The proposed system increases flexibility twofold, first by enabling abstraction of product's parts and second by dynamically using manufacturing means.

INTRODUCTION

Advances in technology and business strategy have brought manufacturing paradigms like Agile Manufacturing (AM) [[1]] and Reconfigurable Manufacturing Systems (RMS) [[2]]. In these paradigms, flexibility is the key. This includes multiple aspects, e.g., scalability, modularity, and several classifications including process flexibility and volume flexibility [[3]]. While research in this field is very active, current surveys show that these systems are not widely adopted by industry [[4],[5]]. Many technical problems still remain, McFarlane and Bussmann argue that there is a need for standardization of data exchange, algorithms and

architectures [[6]].

New software paradigms, like agent technology, provide opportunities for use in agile manufacturing. There are many definitions of a software agent, we prefer the definition of Wooldridge and Jennings [[7]]: 'An agent is an encapsulated computer system that is situated in some environment and that is capable of flexible, autonomous action in that environment in order to meet its design objectives'. What distinguishes agents from normal software, is that agents can autonomously interact with their environment, implying that they can ignore requests from other software objects if their own design purpose and beliefs are

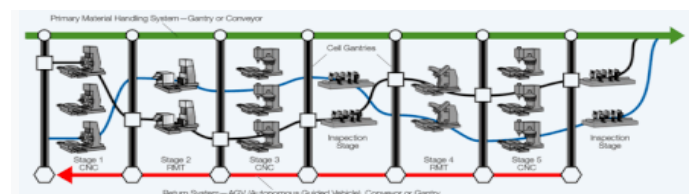
not satisfied with the requested action. Because of this agents are proficient in working in changing, dynamic environments, so called non-deterministic environments.

Agent platforms do provide more standardization means for use in intelligent manufacturing [8]. However, even this development has not yet resulted in industrial adoption due to several challenges. Quoting from Leitão: ‘The majority of agent-based laboratorial control applications use software agents without the need of the integration of physical devices or emulators of the physical devices [5]. Leitão also argues that the industry is not yet adopting agent-based manufacturing systems due to several aspects, including missing methodologies like integration of physical devices and the lack of proven technologies. To make agent technology more acceptable for the industry, it is of importance to look at the new possibilities that this technology may provide and to research and develop prototypes that prove their use in industry. This paper discusses how flexibility can be introduced into the product and manufacturing equipment itself, using an approach called Grid Manufacturing (GM). A grid, in contrast to a production line, is a group of RMS that have a heterarchical, in contrast to a hierarchical, control system. In GM all systems have a virtual representation based on agent technology. This counts for the manufacturing equipment, as well as the products. Products can be transported dynamically throughout the grid and are manufactured by modular and reconfigurable RMS that have been

called equiplets[[9]]. Products can autonomously negotiate with equiplets in the grid for each production step. In this paradigm, equiplets provide generic services, and products deliberate with the equiplets to achieve their goal to be manufactured. This way manufacturing becomes more dynamic, making it possible to automatically produce uniquely customized products, scale the grid, or reconfigure the system with limited to no interference with other systems in the grid.

In this paper we will introduce a concept of how a (possibly unique) product manufacturing process is described and how this product description is automatically delineated by agent systems through various steps from an abstract product description to eventually specific hardware instructions.

A reconfigurable manufacturing system (RMS) is one designed at the outset for rapid change in its structure, as well as its hardware and software components, in order to quickly adjust its production capacity and functionality within a part family in response to sudden market changes or intrinsic system change. [1][2]



A schematic diagram by Rod Hill of a RMS

The RMS, as well as one of its components—the reconfigurable machine tool (RMT)—were invented in 1999 in the Engineering Research Center for

Reconfigurable Manufacturing Systems (ERC/RMS) at the University of Michigan College of Engineering.^{[3][4]} The RMS goal is summarized by the statement: "Exactly the capacity and functionality needed, exactly when needed".

Ideal reconfigurable manufacturing systems possess six core RMS characteristics: modularity, integrability, customized flexibility, scalability, convertibility, and diagnosability.^{[5][6]} A typical RMS will have several of these characteristics, though not necessarily all. When possessing these characteristics, RMS increases the speed of responsiveness of manufacturing systems to unpredicted events, such as sudden market demand changes or unexpected machine failures.. The RMS facilitates a quick production launch of new products, and allows for adjustment of production quantities that might unexpectedly vary. The ideal reconfigurable system provides exactly the functionality and production capacity needed, and can be economically adjusted exactly when needed.^[7] These systems are designed and operated according to Koren's RMS principles.

The components of RMS are CNC machines,^[8] reconfigurable machine tools,^{[4][6]} reconfigurable inspection machines^[9] and material transport systems (such as gantries and conveyors) that connect the machines to form the system. Different arrangements and configurations of these machines will affect the system's productivity.^[10] A collection of mathematical tools, which are defined as the RMS science base, may be utilized to maximize system productivity with the

smallest possible number of machines. Methodology

Proposed method

The control system required for this approach is based upon a distributed and hybrid architecture, using agent technology. An important aspect in the paradigm is the product manufacturing description. This paper introduces the concept of an architecture where the control of the manufacturing is abstracted from the product manufacturing blueprint. A product is delineated step by step by specific services in the grid. The proposed system increases flexibility twofold, first by enabling abstraction of product's parts and second by dynamically using manufacturing means.

PRODUCT DESCRIPTION

In classic manufacturing, all parts and manufacturing steps had to be explicitly defined to be able to automatically produce a product. Customization and replacement of parts were handled before the manufacturing phase. However, as stated in the introduction, with the approach of grid manufacturing, a product can be manufactured dynamically. Hence, there is the possibility to use product customization in any phase of the manufacturing process. This also opens the door to product abstraction. Product abstraction is seen as an explicit abstraction in the product design. Parts of the manufacturing process can be interpreted by the grid on demand. For example, different manufacturing hardware might be capable of performing a similar service. From the design perspective, if a color has not been chosen

for the product, the grid itself can choose to produce the product with any color based on parameters, like cost or availability of specific equipment.

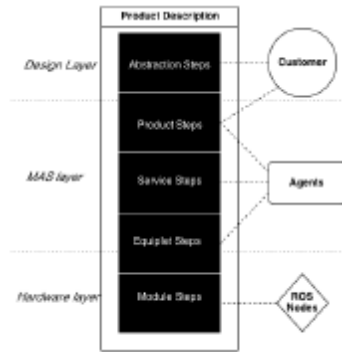


Fig.1. Manufacturing steps from high abstraction to specific machine instructions. This concept of abstraction can be seen from two different perspectives: From a design point of view, i.e., the customer does not explicitly define the entire product, and from a manufacturing system perspective, product steps can be reproduced by a number of different (hardware) systems. The system that will perform a product step is not known a priori when the product manufacturing process is started. A layered model, see **Error! Reference source not found.**, is used to show which steps are taken to delineate. This product description is based on five levels that each add more specific information to the required manufacturing process. In this model the top layer is most abstract and is based on the original wishes of the customer, while the bottom layer consists of the low-level instructions that control each module in the equiplet that will perform the actual manufacturing steps. In this model the manufacturing process is described by steps, which will need to be translated to the next level by different systems to come to an explicit instruction that will be used

to control the hardware. The five steps are defined as follows:

- The abstraction steps are defined by the customer and explicitly gives some "don't care" conditions of the design that can later be filled in by the grid;
- The product steps are manufacturing steps that describe (without knowledge of the manufacturing systems) how the product should be manufactured. Here the next step is already scheduled at a specific equiplet;
- The service steps are the standardized capabilities of the grid, which provides its capabilities as a service to the products. The services are still abstracted from the hardware that performs them;
- The equiplet steps are the result for the translation of the service steps to the instructions that are required for the specific hardware of that equiplet. The service is always independent of the used hardware;
- Some details that were unknown at the equiplet step layer are filled in at the module steps layer. The module steps require runtime information of several modules.

For example, an object location is given from the vision module towards the pick and place module. In this final step all instructions become atomic and can be directly used to control all hardware modules. From a practical perspective the model is divided into three parts, the design layer, the Multi Agent System (MAS) layer [11] and hardware layer. Depending on how explicit the customer wants to define the product, the design can be made either within the abstraction or the product step level. The product steps layers can be automatically translated to service steps,

based on the capabilities of the grid. Once a service grid step is scheduled to a specific equiplet they can automatically be translated to an equiplet step. These last two translations are done by agents within the MAS. However, the equiplet and modules also have a representation that is used to describe the instructions that will directly control the hardware. This is done by the hardware layer, in the current system this layer is implemented by Robot Operating System (ROS) [[10]].

III. CASE STUDY-HYBRID ARCHITECTURE

ROS provides specific tools and native code (C++ that directly uses the Operating System, in contrast to most MAS platforms which run in JAVA on a virtual machine) to provide good performance and stability for the direct control of the hardware. ROS also uses a simple kind of 'agents', that are called nodes. To test the concept of using multiple levels of steps, that are automatically delineated, a hybrid system has been developed using a number of agents and nodes, see Figure 2. At this level three agents are defined:

- Equiplet agent – Takes care of communication with the product;
- Service agent – Uses a knowledge base of all services to translate the product into service steps;
- Hardware agent – Has knowledge of the specific hardware and its interfaces of this equiplet and translates the service steps into instructions for the hardware on the ROS layer.

The equiplet steps are handled by nodes in the ROS layer, the final step is not stored on a blackboard, since the information of the nodes are directly added to the equiplet

step to create the module step. The actor modules are actuators that require instructions, which depend on sensor modules. The sensor information is used to model the environment and is used for parameters that need to be added to the instructions, e.g., a pick and place command is sent to the ROS layer, but the location of the part is unknown at that time. However, the vision camera has localized the part that needs to be picked up. This information of information is stored in the environment and is translated to the right coordinates that are used for the actuator. To summarize, the last step is not actually a translation, but consists of adding specific information about the environment to the hardware instruction that will eventually be sent to the hardware to actually perform the step.

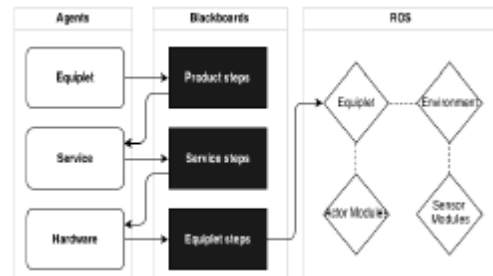


Fig.2. Translations throughout the hybrid architecture

DISCUSSION

The proposed system introduces the possibility to automatically produce the required steps that are required for a dynamic production process in a hierarchical production environment like a grid. The approach to add knowledge to define and generate explicit information in a hierarchical sense was not found in literature for manufacturing. However, a similar approach was

introduced successfully for use in knowledge processes in autonomous UAV's. Being able to dynamically create production processes is a challenge, the reconfigurable nature of the systems make it difficult to design a specific process. The concept that is shown in this paper, makes full use of this heterarchical approach and is ideally suited to be handled by autonomous agents to provide the flexibility and interpret available knowledge for the necessary translations between all levels.

CONCLUSION

A dynamic description of a manufacturing process for heterarchical and reconfigurable systems is introduced. The most important impact of this concept is that it becomes easier to handle products that were not designed for specific manufacturing systems. This provides new opportunities to enable agile manufacturing for industry in the future.

FUTURE WORK

The aim for this paper is to introduce the dynamic manufacturing concept and describe the systems involved. However, all information concerning the required knowledge and detailed explanation and implementation of the translations between each step level will be published in the near future.

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